

LISTING OF CLAIMS

CLAIMS:

1. (Currently Amended) A method for use by a client host in obtaining software, comprising:

establishing a session with a first server host; and

downloading first software from the first server host for use during the session to implement a client side of a first version of a first network application, the client side initially not having a functionality for implementing the first network application;

wherein the first software is compatible with software executed at the first server host to implement a server side of the first version of the first network application[[:]];

enabling the client host to communicate with a different server that is using a different version of the first network application and allowing the client host to download client-side code of the different version of the same first network application from the different server, wherein the client host is allowed to communicate simultaneously with one or more different servers even if the different servers are running different versions of the same first network application, and enabling the client host to request and download additional code as needed; and

implementing at the client host a timer for deleting said first software after a predetermined amount of time, said timer being set by said first server host or said client host.

2. (Original) The method of claim 1, wherein:

the downloading comprises downloading the first software from the first server host dynamically, as needed, by the client host.

3. (Original) The method of claim 1, wherein:
the client host initiates the downloading when it determines that it needs the first software to interact with the first server host.
4. (Original) The method of claim 1, wherein:
the downloading comprises downloading the first software as at least one object using at least one specialized class loader.
5. (Original) The method of claim 1, further comprising:
establishing a session with a second server host; and
downloading second software from the second server host for use during the session therewith to implement a client side of a second version of the first network application that differs from the first version;
wherein the second software is compatible with software executed at the second server host to implement a server side of the second version of the first network application.
6. (Original) The method of claim 5, wherein:
the sessions with the first and second server hosts overlap, at least in part.
7. (Original) The method of claim 1, further comprising:
establishing a session with a second server host;

downloading second software from the second server host for use during the session therewith to implement a client side of a second network application that differs from the first network application;

wherein the second software is compatible with software executed at the second server host to implement a server side of the second network application.

8. (Original) The method of claim 1, further comprising:

establishing a further session with the first server host;

downloading second software from the first server host for use during the further session to implement a client side of a second network application that differs from the first network application; wherein:

the second software is compatible with software executed at the first server host to implement a server side of the second network application; and

the session and further session with the first server host overlap, at least in part.

9. (Currently Amended) A program storage device, tangibly embodying a program of instructions executable by a client host to obtain software, the method comprising:

establishing a session with a first server host; and

downloading first software from the first server host for use during the session to implement a client side of a first version of a first network application, the client side initially not having a functionality for implementing the first network application;

wherein the first software is compatible with software executed at the first server host to implement a server side of the first version of the first network application;

enabling the client host to communicate with a different server that is using a different version of the first network application and allowing the client host to download client-side code of the different version of the same first network application from the different server, wherein the client host is allowed to communicate simultaneously with one or more different servers even if the different servers are running different versions of the same first network application, and enabling the client host to request and download additional code as needed; and

implementing at the client host a timer for deleting said first software after a predetermined amount of time, said timer being set by said first server host or said client host.

10. (Original) The program storage device of claim 9, wherein:

the downloading comprises downloading the first software from the first server host dynamically, as needed, by the client host.

11. (Original) The program storage device of claim 9, wherein:

the client host initiates the downloading when it determines that it needs the first software to interact with the first server host.

12. (Original) The program storage device of claim 9, wherein:

the downloading comprises downloading the first software as at least one object using at least one specialized class loader.

13. (Original) The program storage device of claim 9, wherein the method further comprises: establishing a session with a second server host; and

downloading second software from the second server host for use during the session therewith to implement a client side of a second version of the first network application that differs from the first version;

wherein the second software is compatible with software executed at the second server host to implement a server side of the second version of the first network application.

14. (Original) The program storage device of claim 13, wherein:

the sessions with the first and second server hosts overlap, at least in part.

15. (Withdrawn) A method for use by a server host in obtaining software, comprising:
participating in a session established by a first client host; and

downloading first software from the first client host for use during the session to implement a server side of a first version of a first network application, the client side initially not having a functionality for implementing the first network application;

wherein the first software is compatible with software executed at the first client host to implement a client side of the first version of the first network application;

enabling the client to communicate with a different server that is using a different version of the first network application and allowing the client to download the different version of the same first network application from the different server, wherein the client is allowed to communicate simultaneously with one or more different servers even if the different servers are running different versions of the same first network application.

16. (Withdrawn) The method of claim 15, wherein:

the downloading comprises downloading the first software from the first client host dynamically, as needed, by the server host.

17. (Withdrawn) The method of claim 15, wherein:

the server host initiates the downloading when it determines that it needs the first software to interact with the first client host.

18. (Withdrawn) The method of claim 15, wherein:

the downloading comprises downloading the first software as at least one object using at least one specialized class loader.

19. (Withdrawn) The method of claim 15, further comprising:

participating in a session established by a second client host; and
downloading second software from the second client host for use during the session therewith to implement a server side of a second version of the first network application that differs from the first version;

wherein the second software is compatible with software executed at the second client host to implement a client side of the second version of the first network application.

20. (Withdrawn) The method of claim 19, wherein:

the sessions with the first and second client hosts overlap, at least in part.